

NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700

NES-G6-USA-1

MEGA MAN 6™★

Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

INSTRUCTION BOOKLET

PRINTED IN JAPAN

EmuMovies

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

Thank you for purchasing the MEGA MAN 6™ * game pak for your Nintendo Entertainment System®.

Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and warranty in a safe place for future reference.

CONTENTS

GETTING STARTED	5
THE MYSTERIOUS MR X!	6
CONTROLLING MEGA MAN	7
DECATHLON OF DOOM!	8
MEGA POWER!	9
MORE POWER TO YOU	10
A LITTLE CYBERNETIC SUPPORT	12
SPECIAL ITEMS	13
HELPFUL ADVICE FROM DR. LIGHT	14
USING YOUR PASSWORD	15
ROBOT MASTERS	16
NOTES	17

Note: In the interest of product improvement, Nintendo Entertainment System product specifications and design are subject to change without notice.

TM & ® are trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc.

★ MEGA MAN IS A TRADEMARK OF CAPCOM CO., LTD.

MEGA MAN 6, © 1993 CAPCOM CO., LTD. © 1993 CAPCOM USA.

EXCLUSIVELY LICENSED TO NINTENDO.



GETTING STARTED

1. Insert your **MEGA MAN 6** Game Pak into your Nintendo Entertainment System and turn it ON.
2. When the title screen appears, you can choose to begin a new game or use a password to continue a previous game.

To begin a new game, move the arrow next to **PRESS START**, then press the **START** button.

To continue a previous game, please read the section entitled "*Using Your Password*".

3. When the next screen appears, Mega Man will be faced with eight of the kidnapped robots. Use the control pad to select the robot you wish to battle and press the **A** button. In a flash Mega Man will teleport toward the lair of the robot master and be ready for action!
4. To end the game at any time, simply turn OFF your Nintendo Entertainment System and remove your Game Pak.

THE MYSTERIOUS MR. X!

The most talented robot designers from across the globe have come to the 1st Annual Robot Tournament sponsored by the billionaire, Mr X. Traveling from Japan, Canada and the United States, the designers have brought their finest cybernetic creations to do battle in a series of tests to see which robot can claim the title of "The Most Powerful Robot In The World."

Nothing seems strange as the contest begins, but when the top eight robots enter the arena for the final event, the lights dim and the mysterious Mr. X appears...



"Ladies and Gentlemen,

I wish to thank you all for coming to see the final event of my 1st Annual Robot Tournament. As you know, I have kept the final event of the tournament secret. This event will test the strength, skill and intelligence of each of these fine robots. In fact, it will also test the strength and skill of each one of you. That may seem strange, but I'm sure you will understand when I explain that the final test for these robots is to help me conquer the world!"

"Please excuse me and my robots as we teleport out of here, but we have a lot of work to do. But don't worry, you'll see me again soon. Real Soon!"

CONTROLLING MEGA MAN

To Move Mega Man Right or Left

Press the control pad **right** or **left**.

To Charge the Mega Buster

Press and hold the **B** button.
(Only works when the normal cannon is selected.)

To Fire the Active Weapon

Press the **B** button.

To Make Mega Man Jump

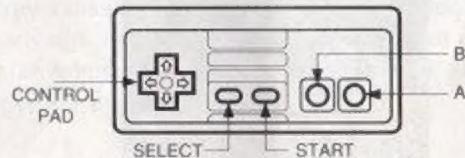
Press the **A** button.

To Make Mega Man Slide

Press down on the control pad and hit the **A** button. Mega Man will slide in the direction he is facing.

See the Weapon Screen

Press the **START** button.



DECATHLON OF DOOM!

Out-numbered and out-gunned, Mega Man stands alone against the advancing robot hoards. Even with his Mega Buster all charged up, he's going to need to move at world class speed to blast every robot back to the starting line! Collecting power-up items to keep up his strength, Mega Man must find his way through an endless maze of corridors to the lair of the stolen robot. But Mr. X has done some quick reprogramming and made sure that these robots don't want to be rescued. So, it's a battle of power and agility as Mega Man attempts to deactivate the robots using his entire arsenal of weapons! Blastin' his opponent until their energy level is gone, Mega Man is determined to win the battle and emerge victorious to face the next robotic rebel!

ENERGY
LEVEL

WEAPON
ENERGY
LEVEL



MEGA POWER!

As you blast each of Mr. X's metal maniacs, you will gain a special weapon and add it to your arsenal. You can view the various weapons you have collected by pressing the **START** button.

WEAPONS

WEAPON
ENERGY
LEVEL

ENERGY TANKS
REMAINING



When the weapon box appears, you can see all of the Power Adaptors, Weapons, Energy Tanks and Extra Lives you have collected so far. Press the control pad in any direction to select the weapon or item you wish to activate and then press the **A** button. When you return to action, Mega Man will be armed with the power that he selected.

MORE POWER TO YOU!

Unable to stand against the awesome power of Mr. X's army, Mega Man and Dr. Light realized they needed something new to combat this threat. Laboring long and hard, Dr. Light was able design two new transformations circuits for use with Rush, Mega Man's canine companion. Once Mega Man finds these power adaptors, he will be able to call Rush to his side and together they will become more powerful than ever!

POWER MEGA MAN Rush transforms into body armor and gives Mega Man an extra punch. Press and hold the **B** button to charge up the armor to make a really big hit!



WARNING!

Because of the size of the Power Mega Man Armor, Mega Man cannot use other weapon systems and cannot slide while wearing it.

MORE POWER TO YOU! CONT.

JET MEGA MAN



Rush transforms into a jet pack to help launch Mega Man into the sky! Press and hold the **A** button to fire the turbo thrusters and send Mega Man soaring into the sky.

WARNING!

The turbo thrusters can only keep Mega Man in the air for short time before they overheat and drop Mega Man back down to the ground.

Once you find the adaptors, you can transform Mega Man using your weapon box. Press the **START** button and when the weapon box appears, press the control pad in any direction to highlight which version of Mega Man you wish to transform into. Press the **START** button and when you return, Mega Man will be transformed and ready for action.

A LITTLE CYBERNETIC SUPPORT

Flip-Top, Dr. Light's cybernetic suitcase, will teleport down with a power-up item from time to time, but for this mission Mega Man needs a little more help. So, Dr. Light has been hard at work to create a remote-controlled attack bird named BEAT. But BEAT's four new circuit plates are missing! If Mega Man is able to find and collect the **B**, **E**, **A**, and **T** circuit plates, he'll will automatically teleport them back to Dr. Light for final assembly.

Once Dr. Light has completed BEAT, he'll be ready to swoop to Mega Man's rescue on command. Press the **START** button and when the weapon box appears, press the control pad in any direction to highlight BEAT and press the **A** button to activate him. When Mega man returns to the fight, press the **B** button to whistle for a little help from above. Soaring down from the clouds, BEAT will automatically attack any enemy on screen and shred them to tin foil with his razor-sharp talons.



SPECIAL ITEMS

As Mega Man blasts through wave after wave of cybernetic soldiers, he'll find a variety of powerful items that will increase his chance of survival in the battles that lie ahead.



Energy Pellets:

These pellets increase Mega Man's energy level.



Weapon Capsules:

Weapon Capsules increase the energy level of Mega Man's current special weapon.



Energy Tanks:

Energy Tanks fully recharge Mega Man's energy supply. Mega Man can store these tanks until needed.



1-Up:

A 1-Up gives Mega Man one more chance to complete his mission.

HELPFUL ADVICE FROM DR. LIGHT

1. Each robot master is vulnerable to a certain type of weapon. If a robot master seems too hard to defeat using the normal cannon, you may need to acquire a special weapon to defeat him.
2. If your special weapon runs out of energy, pick up a weapon capsule while the special weapon is active and it will recharge the weapon.
3. It is not necessary to collect the four BEAT circuit plates to defeat Mr. X, but it will sure help!
4. Mr. X has also stolen an Energy Balancer. Unable to use it with his stolen robots, he has hidden it somewhere in the city. If Mega Man should find it, the Energy Balancer will automatically recharge Mega Man's lowest weapon energy level each time he picks up a weapon capsule.
5. The Power Mega Man armor can be used to break through cracked stone walls!
6. Sometimes, there is more than one way to get into the lair of a robot master.

USING YOUR PASSWORD

If you reduce the sinister cyborgs into scrap metal, Mega Man may be rewarded with a secret password. On a piece of paper, copy the location of each dot in password grid. When you finish writing down your password, place the paper in a safe place.

The next time you play **Mega Man 6**, you can continue from where you received your password. Here's how:

1. On the title screen, move the arrow next to *PASSWORD* and press the **A** button.
2. When the empty password grid appears, use the control pad to move the brackets to the location of the first dot. Press the **A** button to place the dot. (If you place a dot in the wrong place, just press the **A** button again.)
3. Once you have finished placing each of the dots in the correct location, press the **START** button and the brackets will move to **END**. Press **START** again and if the password is correct, the game will return you to the stage you received the password.

ROBOT MASTERS



BLIZZARD MAN



WIND MAN



KNIGHT MAN



PLANT MAN



CENTAUR MAN



FLAME MAN



TOMAHAWK MAN



YAMATO MAN

NOTES

A1	A1	K5	A1	B4	B6
B1	B4	A1	B4	D1	D4
B4	C3	B2	C3	D6	F2
C4	C4	B2	C3	F1	F4
E6	E6	C2	C4	F6	F6
B5, F4, D6	E5, E6	F5	E6	B4	D2
B4				D6	
C2 3 4	A3			E5	
E6	B2	F5	A4 D1	F4	
	D1		C2 E5		

B4	BZ	B6	B4
D1	D4 F4	D4	D2
D6	D5 D6	F2	D6
F1	E5	F4	C5
F6	F2	F6	F4

WARRANTY AND SERVICE INFORMATION

REV-E

3-MONTH LIMITED WARRANTY

For Hardware, Game Paks, & Accessories

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware Only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the NINTENDO WORLD CLASS SERVICE® Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair, for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.